

Export Audio Mixdown

MPEG Layer 3 files (MP3)

MPEG Layer 3 files have the extension “.mp3”. By use of advanced audio compression algorithms, mp3 files can be made very small, maintaining good audio quality.

For MPEG 1 Layer 3 files the following options are available:

Option	Description
File name (File Location section)	In this field you can enter a name for the mixdown file.
Path (File Location section)	Here you can specify a path where you want the mixdown to be saved.
Use Project Audio Folder (File Location section)	If you activate this option the mixdown file is saved in the Project Audio folder, as opposed to the specified path.
File Format pop- up menu (File Format section)	From this pop-up menu you can select the file format for the export.
Bit Rate fader (File Format section)	By moving this fader you can select a bit rate for the mp3 file. As a rule, the higher the bit rate, the better the audio quality and the larger the file. For stereo audio, 128 kBit/s is often considered to result in “good” audio quality. Note that the Sample Rate setting (displayed to the right of the fader) changes when moving the fader.
Insert ID3 Tag option (File Format section)	This allows you to include ID3 Tag information in the exported file.
Edit ID3 Tag button (File Format section)	When you click this, the ID3 Tag dialog opens in which you can enter information about the file. This additional information will be embedded as text strings in the file, and can be displayed by some mp3 playback applications.
Outputs pop-up menu (Audio Engine Output section)	This menu lists all output busses and channels in the active project. Simply select the bus or channel you want to mix down.
Mono Export (Audio Engine Output section)	If you activate this option, the exported audio is mixed down to mono.
Split Channels (Audio Engine Output section)	Activate this option, if you want to export all channels as mono files.
Real-Time Export (Audio Engine Output section)	If you activate this option, the export will happen in real time, i.e. the process will take the same time as regular playback. Some VST plug-ins require this to have time to update correctly during the mixdown – consult the plug-in manufacturers if uncertain.
Update Display (Audio Engine Output section)	If you activate this option, the meters will be updated during the export process. This allows you to check for clipping, for example.
Audition Volume fader (Audio Engine Output section)	The fader below the Real-Time Export checkbox allows you to adjust the Control Room volume. Note that this fader is available only if the Control Room is activated.
Close dialog after export	If this option is activated, the dialog will be closed after the export, otherwise it will be left open.